

### Claims

1. Method for generating a game directory on an electronic gaming device, comprising:  
5     querying an accessible memory for electronic games available for execution on said electronic gaming device, and  
       generating a game directory having entries for each electronic game which is determined.
2. Method according to claim 1, further comprising:  
10     querying said accessible memory for context data related to said electronic games, and including said context data into said game directory.
3. Method according to claim 2, wherein said context data comprise information related to a multi-player ability of said electronic games.  
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4. Method according to anyone of the preceding claims, characterized in that said game directory comprises only multi-player enabled electronic games.
5. Method for maintaining a game directory, characterized by  
20     - determining context data related to electronic games in said game directory, if an electronic game is to be executed, and  
       - storing said context data in said game directory.
6. Method for setting up a multi-player game party in a gaming device connected to at least one other gaming device, said method being characterized by:  
25     - retrieving said game directory, said game directory comprising game related entries, and  
       - transferring entries to said at least one other gaming device.
7. Method according to claim 6, wherein said transferring of game directory entries further comprises:  
30     - extracting a subset of said entries from said game directory, and  
       - transferring said subset of extracted entries only.
8. Method according to claim 7, wherein said extracting of electronic game entries is performed according to user defined rules.  
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9. Method according to any one of claims 6 to 8, further comprising receiving electronic game directory entries from said at least one connected gaming device, and storing said game directory entries.
- 5 10. Method according to any one of claims 6 to 9, further comprising displaying said electronic game entries from said game directory on a display of said mobile electronic gaming device.
- 10 11. Method according to anyone of the preceding claims, further comprising receiving selection data related to said displayed electronic game entries and displaying said selection data on said display.
12. Method according to anyone of the preceding claims, wherein said game directory entries and said selection data are displayed as a whiteboard.
- 15 13. Method according to anyone of the preceding claims, further comprising receiving and installing a game directory generation and game selection application.
- 20 14. Method according to anyone of the preceding claims, further comprising sending a request to retrieve and transfer said game directory entries.
15. Method according to anyone of the preceding claims, further comprising receiving a request to retrieve and transfer said game directory entries.
- 25 16. Method according to anyone of the preceding claims, further comprising sending a request to start a game to any of said other connected game devices according to said selection data.
- 30 17. Computer program product comprising program code means stored on a computer readable medium for carrying out the method of anyone of claims 1 to 16, when said program product is run on a computer or network device.
- 35 18. Computer program product comprising program code, downloadable from a server for carrying out the method of anyone of claims 1 to 16, when said program product is run on a computer or network device.
19. Computer data signal embodied in a carrier wave and representing a program that

instructs a computer to perform the steps of the method of anyone of claims 1 to 16.

20. Electronic gaming terminal device, comprising:

- a first storage,
- 5 - a processing unit connected to said storage, and
- a user interface connected to said processing unit, wherein said user interface comprises at least a display and a user input device,

wherein said electronic gaming terminal device is characterized in that said  
said processing unit is configured to query said first storage for electronic games  
10 available for execution on said electronic gaming terminal device, and generate a game  
directory comprising entries that are related to electronic games determined during said  
query, wherein said electronic gaming terminal device further comprises

- a second storage to store said game directory.

15 21. Electronic gaming terminal device according to claim 20, characterized by further  
comprising:

- a communication interface connected to said processing unit, to connect said device to  
other electronic gaming devices,

20 wherein said processing unit is configured to connect to other electronic gaming terminal  
devices, select entries of said game directory, and exchange game directory entries with  
said connected electronic gaming devices, and display said game directory entry on said  
display.

22. Electronic gaming terminal, according to anyone of claims 20 or 21, wherein said  
25 electronic gaming terminal is a mobile electronic gaming terminal.

23. Electronic gaming system characterized in that said system comprises at least two  
electronic game terminals according to claims 21 or 22.